

Noam's and Michal's creative platform is dedicated to the practice of design, craft, digital fabrication and whatever happens in between. The studio is a place for design and fabrication on a local scale, engaging in global collaborations of knowledge sharing. The studio is a creative platform where collaborations are welcome and appreciated through the practice of dialogue-lead processes. The platform holds a multi-disciplinary approach and hopes to provide a free space for discussion and creation, where contrasted ideas and styles often meet.

The studio has exhibited worldwide, was honoured with prizes and is included in both private and public collections.

Noam Dover (b. 1975) questions the traditional boundaries between design, crafts and production; addresses the cultural origins of materials and techniques; and creates objects that tell the story of their making.

Originating from industrial design, Noam's work has embraced hands-on craft, specialising in glass and ceramics. A keen open source technology maker and fascinated by craft history, Noam is looking for ways to create a synergy between traditional craft and digital fabrication. He sees his work as part of a chronology of craft knowledge, where today's digital developments present new opportunities to the craft community, through open sourcing and an innovative approach. He is developing ceramic and glass 3D printers, tailored for a studio environment.

Noam is a lecturer in Bezalel Academy of Art and Design, Jerusalem (IL).

Received an MFA in Craft! Ceramics and Glass department, Konstfack College University of Art, Craft and Design, Stockholm (SE). BA in Industrial design from Bezalel Academy of Art and Design, Jerusalem (IL).

Michal Cederbaum (b. 1976) likes to think of design as a cultural sphere of discussion, and is constantly looking for ways in which design can resonate complexities of our times. While engaged in processes of material, form, tactility and colour, Michal addresses the distinction between 'being' and 'doing' in the fields of craft and design. It is the BEING that intrigues her most: What does it mean, to be a designer? where do our motivation and norms come from? What are sources of our forms and materials? How can we find relevance in our practice? Notions which formulate relationships between the object and the discourse

Michal's work includes textile, paper and ceramic design, street art and projection design for stage. Originating from visual communication, her work connects between contextual, cultural, often political, two-dimensional images and three-dimensional iconic objects.

Michal is a lecturer in Wizo design Academy, Haifa (IL).

BA in visual communication from Bezalel Academy of Art and Design, Jerusalem (IL).

Noam and Michal are the stage designers for "Ma'atzama" (2010) and "The Botany of Desire" (2013)

<http://www.noamandmichal.com>